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Report  
on  
Progress of Development  
of  
Video Game Machine  
"Donkey Kong"

Mr. Shigetoshi Matsumoto  
Attorney at Law

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Gunpei Yokoi

Manager of First Development Dept.,

Shigeru Miyamoto

Creative Section of Planning Dept.,

Nintendo Co., Ltd.

60, Fukuinekamitakamatsu-cho

Higashiyama-ku, Kyoto-city

I, Yokoi, was employed by Nintendo Co., Ltd. immediately after graduation in 1965 and participated in foundation of Development Division in our company. Ever since I have been engaged only in the work of Development Division and thus participated in development of almost all of the products of our company.

I, Miyamoto, was employed by Nintendo Co., Ltd. immediately after my graduation in 1977 and ever since I have been engaged in the work associated with design planning in Creative Section. I participated in development of "Donkey Kong" in question from the beginning inasmuch as the planning of of the same was different from that of other conventional video games and involved importance in character and required animated representation.

We now jointly set forth in the following the progress of development of "Donkey Kong". It was decided at the idea meeting of Development Division held March 2, 1981 that a new line as set forth in the following is planned in the video game for business use and development work for an outlined schedule was started.

1. The new line should be entirely different from those conventional ones, such as the space associated one, the car racing associated one, the abstract character associated one and the like.

2. The new line should contain the game content which employs more specific characters and has a story.

3. The new line should employ an animation technique as a representation method.

The game story and the characters set forth in the following were selected and decided from many ideas presented as the above described outlines at the development meeting in March, 1981.

(1) An animal close to us is employed as a character to provide a humorous atmosphere, thereby to make the game interesting as whole. As such an animal a monkey close to a human being in terms of an image is selected and as a monkey a gorilla rather than a Japanese monkey or a chimpanzee is selected.

(2) A pretty female is adopted as a character contrasted to the gorilla.

(3) A somewhat humorous and honest human male is employed as a part of justice, while the gorilla is employed as a part of the villain.

(4) A building under construction which is easy of being simply structured is adopted as a background scene, considering the representation capability (limit) of a cathode-ray tube display.

(5) The story is constructed such that a game may be developed such that the gorilla carries off a female and runs into a building under construction, a male appears to rescue the female and goes up in the building, the gorilla drops various obstacles to prevent an approach of the male and he flees upward and upward in the building carrying the female again when the male avoids and overcomes otherwise provided obstacles to approach the female, and the game is ended when the female is finally rescued while the gorilla is subjugated.

Now regarding the design of the appearing characters, inasmuch as the characters depicted on a cathode-ray tube are constituted as a group of dots as a matter of course, an original picture was first prepared by painting out the respective squares on a sectional paper with various shades of colors so that a more realistic design may be sought. This type of work is extremely important in employing such an animated representation as in "Donkey Kong" and therefore many original pictures were redrawn many times on section papers and tedious work of repeating the same many times is required before completion. Thus the basic patterns of the appearing characters were determined and in the case of "Donkey Kong" the respective basic patterns were determined such as six patterns for the gorilla, three patterns for the female and eighteen patterns for the male, together with modifications at upper, lower, left and right of these basic patterns, and incidental auxiliary characters such as an umbrella, a hat, a ladder, a fire ball and the like, totaling approximately seventy patterns of characters. Out of these, typical patterns of the characters in "Donkey Kong" may be enumerated as: as for the gorilla, a view of the same with his shoulders perked up, a view of the same climbing the ladder carrying the female, a front view of the same standing, a view of the same with the face turned sideways; as for the female, a view of the same standing with the face turned

sideways: and as for the male, a view of the same walking with the face turned sideways, and a view of the same carrying a hammer.

Based on the above described decision of the most important factors in a video game, i.e. the game story and the characters, a project team was organized in our company and fabrication of the circuit board which is an essential portion of the video game was started as described in the accompanying "Description on Video Game".

Meanwhile, as regards the naming, "Donkey Kong" was adopted among many suggestions in order to indicate a humorous nature rather directly calling a gorilla and as a result "Donkey Kong" was determined as a nickname of "goofy gorilla".

In completing this game, a great cost and a lot of time were required to develop and design the story and the characters for display on the screen with dense development work.

We respectfully report the foregoing.

Gunpei Yokoi

Shigeru Miyamoto